Teaching Motion Picture and MPEG-4 by Dr. Frank Appiah

1. People View

Places: Workplace, Outdoor Community Square, Large Audiotoriums, Theatre, Classroom
Appropriate Media: List of media objects
Routines: Code Procedure

2. Human Life in Motion Pictures.

How important is MP part of our life?

3. MP Circulation

Distribution on videocassette, media storage device, hypermedia internet, digital disk technology

4. MP as cultural communication.

5. Personality in MP.

6. Future of Motion Picture

7. Understanding Motion Picture via Historial Previews.

8. Complex and dynamic interactions: Not only interesting but challenging.

9. Motion pictures in a mobile cinema

20. New Media in Motion Picture.

21. The context of psychological value in terms of sensation and perception.

22. Intimate element of time involved in media
One image in comparison with three images.

23. Mysterious reproducing happening in time.

24. Graphic element of the dimension of time.

25. Imagination with print review of the future happenings.

26. A reel of motion picture may contains pictures of dead villains, live villain and unborn villain.

27. Containment of beginning and end.

28. Explore of constant time of villain or hero.

29.**Tangible Screen.**
Time without geographic solidity and actual physical body: Listless as physical body would be without time. Doing motion body.

30. Doing all you can to make entertainment : Two Factors of Doing Entertainment with Motion Pictures.

Mysterious element of time involvement
Presentation of realistic geographic records.

31. Good motion picture: Your Feel, Your Seeing and Your Happening.

32. Rapid Motion Picture

33.Touch by Motion Picture
People, Societies, Nations, Ethnic Groups, Countries

34. Evolving editing tools in representation attainment.

35. Word Culture : Man as a word maker
Expressive Words in Media

36. Man as a picture maker

37. Remove-Far Origins
Natural and Synthetic. Camera, microphone, generated computer base

38. Living Wish Picture

39. Two Screens Do not Hold: Making Pictures Hold

40. Basic Art in Motion Picture

41. Evolving materials in Motion Picture.

42. Aural, visual, audiovisual content: media objects
Objectives of motion picture.

45. Interactive graphics applications with Motion Leaps Pro.

46. End users, all-parties, author and network service providers

47. Construct of complex scenes.

48. Synthetic face. Ashanti MouthDrop Gestures.

49. Media object placement on coordinate systems.

50. Intelligible speech

Further Studies

Topics include film as art, medium specificity, defining motion pictures, representation, editing, narrative, emotion and evaluation. \wealth of examples

Explores characterisation of key elements of motion pictures;- shot, sequence, exotetic narrative and mode of affective address.

—Empirical studies of motion picture performance
Age, demographics, identity, education,

—Pictures as a substitute for visual realities

—Technology for preservation and restoration of films.

—Motion Picture Restoration

—Film Material